

1 ELECTRONIC GAME ENHANCEMENT SYSTEMS AND METHODS

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3 ABSTRACT

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5 An electronic game enhancement system including an
6 electronic game stored in game memory, an electronic game
7 device for accessing and playing the electronic game, an
8 electronic component stored in the memory of a memory
9 device for enhancing the electronic game, a consumer
10 instrument associated with the memory device, and a data
11 transfer system associated with the electronic game device
12 and the memory device for facilitating a transfer of the
13 electronic component from the memory of the memory device
14 to the game memory for enhancing the functionality of the
15 electronic game.